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ADVENTURE BOOKS

FEATURING THE SUPER MARIO BROS.®



**KOOPA
CAPERS**



Hero In Hot Water

“**H**elp!” shouts Luigi. The Sledge Brothers throw the struggling plumber to the ground at the size-twelve feet of Wendy O. Koopa. “Take this sewer rat and give him a hot bath,” the evil princess commands. She smirks at Luigi. “I have to go and take care of business elsewhere. But my army will take good care of you. Hee, hee!”

The Sledges carry Luigi to a cliff overlooking a steaming pool of boiling water. “Plunge this, plumber,” they growl as they prepare to throw him into the boiling pit.

“Boys, you’re too kind! I love a hot tub, but this is ridiculous,” Luigi calls. Then he feels their powerful turtle muscles tense to throw him into the soup.

What should Luigi do now? It’s up to you to make the decisions that will get him through the hot spots of this adventure.

Nintendo® Adventure Books
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DOUBLE TROUBLE
LEAPING LIZARDS
MONSTER MIX-UP
KOOPA CAPERS

Nintendo®
ADVENTURE BOOKS
FEATURING THE SUPER MARIO BROS.®

4
KOOPA CAPERS

By Bill McCay

MAMMOTH

For Vern Oehlsen, Sara Stewart, and Lee Wulff

This book is a work of fiction. Names, characters, places and incidents are either the product of the author's imagination or are used fictitiously. Any resemblance to actual events or locales or persons, living or dead, is entirely coincidental.

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George Sinfield.

Dear Game Player:

You are about to guide me through a great adventure. As you read this book, you will help me decide where to go and what to do. Whether I succeed or fail is up to you.

At the end of every chapter, you will make choices that determine what happens next. Special puzzles will help you decide what I should do—if you can solve them. The chapters in this book are in a special order. Sometimes you must go backward in order to go forward, if you know what I mean.

Along the way, you'll find many different items to help me with my quest. When you read that I have found something, such as a key, you'll see a box like the one below:

***** Luigi now has the key. *****

Turn to page 79.

Use page 121 to keep track of the things you collect and to keep score.

Good luck!

Driplessly yours,

Luigi



“KoopExpress,” a voice yells outside the Super Mario Bros. plumbing shop in the heart of Brooklyn, New York. “Special Delivery!”

Luigi looks up from his new invention, a water-powered pasta machine. It isn’t working quite right. “Strange,” he says. “Mario and I weren’t expecting any deliveries today.”

The tall, thin plumber tucks his high-tech plumber’s helper into the pocket of his green overalls and heads for the door.

When Luigi opens the door, he sees a big package on the stoop. It looks like a giant hero sandwich wrapped in brown paper. “Mmm, looks tasty! But there’s no return address,” he says, stroking his thick black mustache.

Luigi is even more puzzled when he takes the paper off. “It’s a rug!” he exclaims. “I wonder where it came from?” He unrolls the carpet on the living room floor. “Very pretty. It looks like a Goomba pattern.”

He steps onto the rug to get a better look. "Hey!" he shouts as it comes to life under his feet. It's a magic carpet!

Before Luigi can escape, the rug wraps itself around him so that only his head and feet protrude from the ends. It rises into the air and zooms down the hall through the special pipe in the workshop that leads to the Mushroom World.

The next thing Luigi knows, the rug screeches to a halt in front of Bowser Koopa's castle. "Oh, no!" Luigi thinks. "I'm being served to my worst enemy for dessert."

Out of the corner of his eye, Luigi sees two large helmeted red turtles carrying hammers. The Hammer Brothers! They waddle up to Luigi, pick him up, and carry him into the castle, still wrapped in the magic carpet.

Soon Luigi's bearers arrive at Bowser's enormous throne room. They unroll the carpet and send Luigi tumbling across the floor. He rolls to a halt at the scaly feet of Bowser Koopa, king of the turtles and leader of most of the bad guys in the Mushroom World.

"Good," Bowser says, squinting down his slimy snout at the prisoner. "Now, everybody

out! Not you," he growls as Luigi tries to sneak off with the rest of the crowd.

Bowser waits until everyone else leaves. Then, in an embarrassed whisper, he says, "I need your help, plumber."

Before Luigi can recover from shock, the turtle king goes on. "My daughter, Wendy O. Koopa, has vanished! She may have been kidnapped," he gulps, shedding a large crocodile tear.

He wipes his eyes with his sleeve and continues. "I sent my Koopa Troopas to search for her, but with no luck. I need a real hero to find her!" He puts his arm around Luigi's shoulder and adds, "I know you can do it. But the whole thing must be hush-hush. I want it kept a secret from my sons, the Koopalings. It's possible that one of them may be the kidnapper. Besides, no one can know you're working for me. It would be terrible for my image."

Luigi is very confused. "Let's recap," he says. "You want me to find your daughter? And you don't plan to tell anyone I'm working for you? So I'll still have to fight your flunkies, including your bratty kids, while I'm doing it?"

Bowser nods. "Right. Of course, your broth-

er Mario might have been a better choice, but—”

“Oh sure, everyone would rather have Mario,” Luigi retorts, offended. “Too bad he’s fixing that drip at Niagara Falls. What if I say no?”

“I’d be very annoyed,” says King Koopa, showing all his teeth in a sinister smile.

As Luigi looks at Bowser’s enormous teeth, he says to himself, “Maybe Bowser is telling the truth. There’s a first time for everything. And he does seem upset.”

Luigi takes another look at the turtle. Bowser is now gazing at the ceiling and whistling innocently. “On the other hand, he’s a born liar,” the plumber thinks. “Well, maybe I should look into this mystery, just to see what the real story is. Besides, it would be quite a tale to tell Mario.”

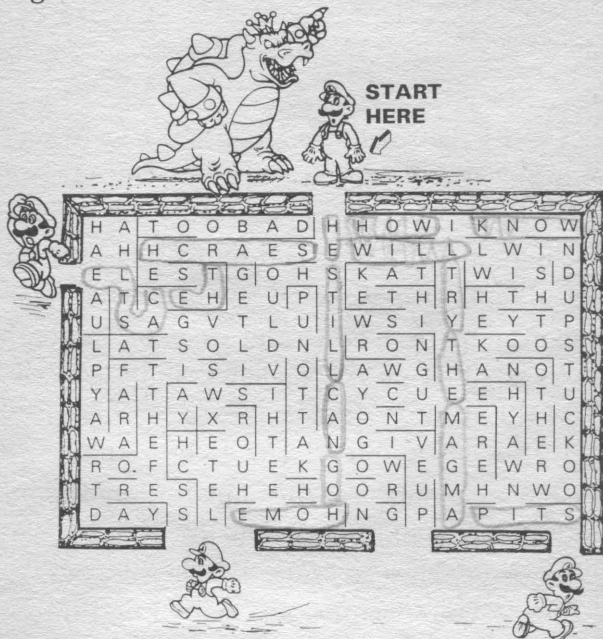
“Are there any clues?” he asks aloud.

Bowser holds out two shreds of paper. “There was a note in her room, but her Nipper plant chewed it up. This is all that’s left.”

Luigi can read only two words, FORT and MAGMA, on the scraps. “Intriguing,” he says. “Okay, I’ll do it. It might even be fun!”

Solve this puzzle to see what happens next:

- Help Luigi find his way through this message maze to see where the clues lead.



**If you think Luigi should go to the Magma Pits,
turn to page 55.**

**If you think Luigi should go to the Fortress,
turn to page 20.**

**If you think Luigi should look around Koopa's
Castle, turn to page 29.**



“That ledge sure looks inviting now,” Luigi thinks. He jumps up just as the Grand Goomba turns around.

Suddenly, in mid-air, Luigi finds himself staring into two of the largest, ugliest eyes he has ever seen. The Grand Goomba lumbers forward. Despite its ponderous bulk it moves incredibly fast.

Luigi is almost at the ledge when the Goomba casually reaches out its huge hand and seizes the plumber by the leg.

“Aaargh!” shrieks Luigi.

The monster smiles and pops Luigi into a small sack hanging at its side. “This big specimen will make a lovely plumber omelet,” it rumbles. Then, feeling much more cheerful, it heads home for lunch.

Game Over!



“I love a challenge,” says the plumber as he dashes under the floating blocks.

He comes to a halt directly beneath the center block and immediately bends over to retrieve the crumpled paper. As his hand closes on it, he hears a scraping sound above him. He looks up.

The last thing Luigi sees is the blue flash of a Thwomp Trap hurtling toward him. The stone monster’s face wears an evil smile. “One mashed plumber à la Luigi, coming up,” it croaks. Then . . .

SPLAT!

Game Over!





“Going up!” shouts Luigi. His leap carries him across the pit and onto the lift as it moves up the wall.

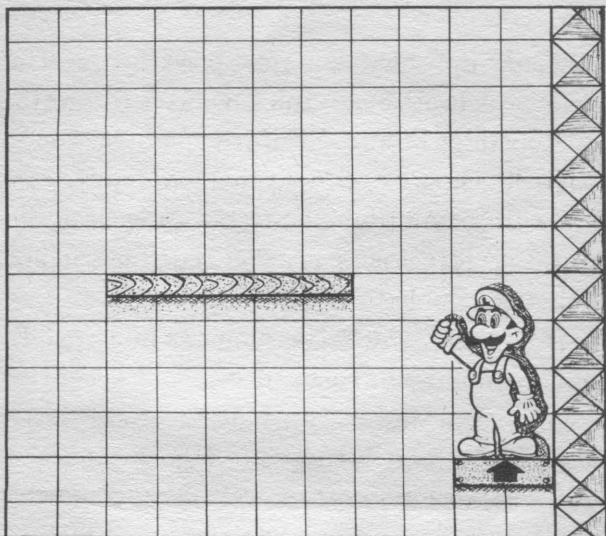
The ride is uneventful until about halfway to the ceiling. At that point the lift passes an oscillating platform that’s suspended in the air in the center of the chamber. Luigi sees the platform coming and does a few quick plumbersteinian calculations.

“Let’s see. My lift is as long as two of these blocks in the wall, and it’s moving up at a rate of two blocks every second. Now, that platform is moving back and forth at the rate of two lift-lengths every second and it never gets closer to the wall than the length of the lift. So where will it be when my lift comes level with it?”

Luigi knows he can jump the length of the lift he’s on, but will the platform be at the right spot for him to make the jump when he passes it?

Solve this puzzle to help Luigi decide whether or not to jump.

- This illustration shows where Luigi, the lift, and the platform are at this moment.



**If you think Luigi should make the jump,
turn to page 99.**

**If you think Luigi should stay on the lift,
turn to page 66.**



Luigi opts for the low road once again. The trick is to get through the Goomba's legs without touching them. Even the slightest touch means the end.

"The leg hairs are the worst danger," Luigi mutters. He looks around, trying to spot potential trouble.

"Hey, that's odd!" The monster mushroom's legs appear to have been plucked recently! There are no hairs, only a series of large, painful-looking red bumps.

But Luigi has no time to worry about who has shaved the Goomba. The creature lifts its stout foot to continue up the trail.

"Time to use my sewer-slithering skills," Luigi says. He skittles on all fours under the Goomba's foot and wriggles around its leg as the giant shuffles away.

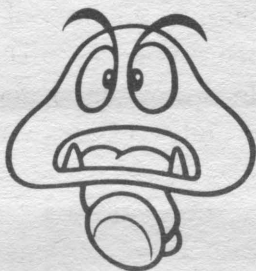
Luigi clings to a rock and tries to remain motionless as the behemoth moves on. When

the shaking stops, the rattled plumber dusts himself off. He stoops to pick up a handful of shiny coins that the tremors have shaken loose from the cliff.

“That was a close shave,” he says aloud. “Speaking of which, that Goomba’s legs were bald! Whoever pulled those out those hairs must be either very strong or very stupid. And from the way the Goomba was glaring down the trail, my guess is that whoever did it is also very close.”

*****Luigi gets 11 coins.*****

Turn to page 105.





“I’ve had enough! Exit, stage right,” says Luigi. He makes a break for the door.

The big Boo moves like lightning in pursuit. Luigi looks over his shoulder and finds himself staring into a red mouth. The ghost smiles broadly as it overtakes the not-quite-fast-enough plumber. It stretches out its arms.

Luigi’s voice is muffled by ectoplasm as he tosses out one last bit of advice: “Never turn your back on a Boo Diddly!”

Game Over!





“So this is where you got to,” Luigi says to Wendy O. Koopa. “You snuck off to start your own revolution.”

“That’s right,” she replies in a sly voice. “But that’s only half of it. However, it doesn’t matter to you, plumber. You’re finished!”

“Take this sewer rat away and give him a hot bath,” the evil princess commands. She smirks at Luigi. “I have to go and take care of business elsewhere. But my army will take good care of you. Hee, hee!”

As the Sledge Brothers drag him away, Luigi notices that Wendy O. doesn’t have her wand with her. “That’s very strange. I thought she never went anywhere without that twirler.”

The Sledges carry Luigi to a cliff overlooking a steaming pool of boiling water. “Plunge this, plumber,” they growl as they prepare to throw him into the boiling pit.

“Boys, you’re too kind! I love a hot tub, but

this is ridiculous,” Luigi calls. He feels their powerful turtle muscles tense to throw him into the soup.

Suddenly, Luigi thinks of the magic music box that he and Mario once used to put the Hammer Brothers to sleep. Maybe if he whistles the tune, it will work with their cousins the Sledge Brothers. Then he can make a break for it.

Luigi purses his lips to whistle. The plumber isn’t sure he remembers the right melody, though. He knows it’s one of two possible songs. But which one?

Solve this puzzle to help Luigi decide:

- Luigi remembers the first three measures of the song. He knows that the song follows a pattern and that the fourth measure is one of two possibilities. Help him make the right choice by looking at the first three measures of the song on the opposite page and then selecting the measure that follows the same pattern as the first three. The key tells you how many beats to give each note.

$\circ$ whole note = 2 beats
 $\circ$ half note = 1 beat
 $\circ$ quarter note = $\frac{1}{2}$ beat
 $\circ$ eighth note = $\frac{1}{4}$ beat

A B

**If you think Luigi should whistle the first tune,
turn to page 44.**

**If you think Luigi should whistle the second
tune, turn to page 40.**



Luigi makes his move, leaping to the first rock just as the lead Podoboos descends into the magma pool. Safe!

He leaps again immediately, clearing the second fireball just as it begins to emerge from its lava home. With the agility and timing of a trapeze artist, the plumber hops, skips, and jumps across the Podoboos pool to the far edge. "Phew!" he says.

He wipes his brow, peering down the desolate valley formed by the river of lava flowing from the Podoboos pool. On either side of the river are cliffs of hardened lava. Steam shoots out from holes and cracks in the cliffs and drifts through the valley, forming a dense fog.

Next to the river are pools of bubbling, churning magma, many of which contain leaping Podoboos. Otherwise, there is no movement in the valley. The temperature is about the same as the inside of the exhaust pipe on a city bus.

"Picturesque, but I wouldn't want to live here," thinks Luigi. He heads down the valley, following a path worn in the lava.

As he trudges along in the heat, his eyes wander to the path. "It looks like thousands of feet have tramped this way recently," he says to himself.

Just then, Luigi hears a rumbling noise coming from further down the trail.

He looks around for cover. The trail back to the Podoboo pool offers no place to hide. Above him on the valley wall is a thin ledge made of red blocks. Luigi can either stand and face whatever is coming, or he can jump onto the ledge and hope whatever it is will pass below.

The sound grows closer. The plumber hesitates, looking up at the ledge, then down the trail. What should he do?

**If you think Luigi should stand his ground,
turn to page 108.**

**If you think Luigi should jump onto the ledge,
turn to page 82.**



Though the room is full of creatures, no one seems to notice Luigi. The orange-green glow makes him blend right into the walls.

Shining through the haze is Wendy O. Koopa, in all her pudgy splendor. She is stirring something in a black metal pot suspended above a bubbling pit of magma. Her magic wand is gone.

The orange light comes from the magma pit. The green glow emanates from the liquid in the pot itself. The two colors reflect off the turtle princess's prominent teeth, making a truly hideous new color.

"Grorange," thinks Luigi. "Gross!"

A mixed group of Koopa creatures is gathered around the bubbling pot, staring in terror at her turtleness. Bowser Koopa's only daughter seems mighty angry.

"You imbeciles!" she screeches. "I told you not to lose any of the ingredients. I'll make a

stew out of all of you if you don't find that sock."

"Sock?" wonders Luigi.

"That sock is all I need to complete my plan!" Wendy O. rants. "Remember the poem?" Her eyes bulge with rage as she recites:

"Add just one of Boom-Boom's socks.

Too many socks and turtles doze,

Until the fragrance leaves their nose."

While the assembled minions quake in fear, Luigi slips behind some bags of Goomba Chow. In spite of the danger, his curiosity is too strong not to wait it out and see what happens. "My only hope is that she will send her slaves away so I can confront her alone," he thinks.

Luigi doesn't have to wait long. Flapping her arms furiously, she sends her creatures out the door in search of the lost sock.

Just as Luigi is about to emerge from his hiding place, the door swings open with a crash. Filling the doorway from top to bottom—not to mention side to side—stands Luigi's temporary employer, Bowser the Bad.

Turn to page 96.



Luigi twirls the ends of his mustache thoughtfully. "This note might refer to your Fortress," he says. "That's where I'll look."

"We searched the Fortress already," says Bowser Koopa.

"But I'm the expert, remember," responds Luigi. "We have only two clues, and one of them is FORT. So I'm going to start there."

"Fine, Mr. Expert," snaps the giant turtle sarcastically. "Just don't come back without my daughter."

The door to the Fortress is located at the far end of Bowser's throne room. Luigi knows the way from previous encounters with the evil turtle king. The tall plumber opens a stone door and heads down a stair to the Fortress level of Bowser's castle.

At the foot of the stairs, Luigi enters a room made of blue stone blocks. This is the beginning of Bowser's Fortress: chamber after cham-

ber set with Koopa cannons, traps and all kinds of unpleasant creatures.

For several hours, Luigi trudges through the maze of rooms. Although he encounters many enemies, none are formidable enough to stop the experienced adventurer. But he finds no sign of the missing Wendy O.

Luigi is becoming discouraged when something catches his eye. The capital P of a Switch Block protrudes from a small ledge above the floor. "Why are Switch Blocks always marked with P's?" he asks himself. "Well, a Switch Block is always good for a surprise. I might as well activate it."

Luigi jumps on top of the switcher. The moment his feet touch the block, a door opens in the wall behind it. Luigi looks at the door, then at the maze of rooms he hasn't explored yet. "If Wendy O. came this way, which would she choose?"

If you think Luigi should continue through the Fortress, turn to page 93.

If you think Luigi should go through the door, turn to page 58.



The platform crashes right through the stone floor. Blocks shatter and pieces fly in every direction. Luigi grips the platform, which remains miraculously intact.

He shoots through a long black shaft. Finally, the platform and Luigi splash down in a pit of molten lava.

"That's one ride I'll remember," says Luigi, looking around to assess his situation. He doesn't have much time to think about it, though.

"I'm sinking!" he surmises. And it's true. At an unpleasantly rapid rate, his platform is disappearing into the bubbling, red-hot ooze.

Turn to page 80.





Luigi reaches deep into his overalls and pulls out the plastic bag containing Boom-Boom's dirty sweat socks. He removes the socks from the bag and waves them in the air above his head.

The stench that fills the room makes everyone, including Luigi, cover their noses and gasp for air. But it takes more than smelly sweat socks to stop the likes of the Koopa clan.

"Hold it, plumber," croaks Bowser. "I'll make a deal with you."

"What kind of deal?" Luigi asks suspiciously.

"Put down the socks and we'll make this quick and painless," the turtle king says. "You'll never know what hit you."

"Painless, eh? That sounds like a fair deal." Luigi inches a little closer to the pot of boiling grorange glop. He thinks of the recipe Wendy was using. Maybe he can make it work to his advantage!

"Well, you've done me a favor. You deserve it. Anyway, no one can ever say that Bowser Koopa isn't fair and square," Bowser says in a pompous voice. He puffs out his scaly chest.

Luigi nods. "Okay, you win, I give up. But first, let me give you the deal *you* deserve!"

"Eh? What's that?" King Koopa's eyes grow wide, as Luigi raises his hand and throws both of the stinking sweat socks into the bubbling brew.

Luigi shouts triumphantly:

"Too many socks and turtles doze,
Until the fragrance leaves their nose!"

"Nooo!" is the last thing the Koopalings hear their father say. The room fills with a thick grorange gas as the pot boils over. One by one, the evil turtles fall to the floor in a deep sleep.

"By my calculations, they should stay asleep for about a week. Plenty of time to have some fun in Koopaland," Luigi says to himself as he leaves the room full of dozing turtles.

As Luigi heads back to Brooklyn, the stench accompanies him. All the Koopa creatures he meets are instantly put to sleep by it. Luigi is particularly pleased when he comes upon a yellow Chain Chomp guarding an enormous stash

of coins. As the monster keels over, snoring, Luigi fills his pockets.

“Hey, this is great!” says the odiferous plumber. “Maybe I’ll use these coins to buy Mario dinner. . . Naahh!”

***** Luigi collects 100 coins.*****

Game Over. You Win!





Luigi lands on the floor of the pit and is immediately surrounded by Dry Bones.

"Ugh! Regular Koopa Troopas aren't so bad," he thinks as he eyes the skeleton turtles. "But I'm in grave danger from these ghouls."

The Dry Bones bounce back and forth across the floor like slow-motion ping-pong balls. Two rattling reptiles close in on Luigi at once.

The plumber leaps into the air and bounces, first on one and then on the other Dry Bones. Immediately, a third mummified turtle comes at him. "Will you guys never learn?" he scolds. He hops again and finishes off the zombie.

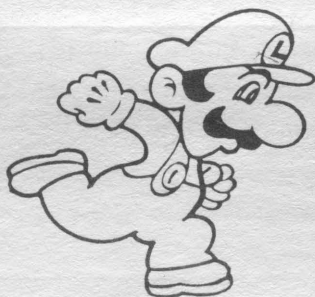
In the meantime, however, the first two skeletons have recovered and are once again creeping toward the plumber.

"I'd better skedaddle," Luigi cries. He leaps over the turtles and heads toward the convenient door he spots in the wall under the overhang.

At the threshold, the plumber pauses. The door opens onto a staircase that twists down into the bowels of the earth. A blast of heat hits him as he looks down, and a strange orange glow washes over the rock walls.

“This looks like the entrance to my uncle’s pizza oven,” Luigi thinks. He glances back. The skeleton turtles are closing in. “Well, here goes. I just hope I don’t come out burned around the edges.” He chuckles nervously as he begins the descent.

Turn to page 51.





“I’d better make like a tree and leave, before my luck runs out.” Luigi hurries to the door.

“Things haven’t been bad so far,” he thinks. “In fact, they’ve been a little too easy. I wonder if my new friend the Koopster has cleared the way for me? Or is he setting me up for a big fall?”

As he reaches for the door knob, Luigi notices a large keyhole in the door. “Maybe I should look before I leap,” he says.

If you think Luigi should look through the keyhole, turn to page 101.

If you think Luigi should go straight through the door, turn to page 69.



“First I’d like to take a look in Wendy O.’s room to see if anything was overlooked,” Luigi says to Bowser.

Bowser starts to call one of the Hammer Brothers to show Luigi the way. “I’d better go alone,” says Luigi. “It’s more secret. Just point me in the right direction. I’ll be back in a few minutes.”

Luigi heads toward the turtle princess’s room. It is easy to spot. In fact, it’s all spots. Like the bow she wears in her hair, her room is decorated entirely in pink with white polka dots.

Luigi searches the room thoroughly, but learns nothing except that it’s foolish to try to look under a sleeping Nipper plant. After a few minutes, he gives up.

On his way back to Bowser, Luigi hears loud voices coming from a room next door. He peeks through a crack in the door and sees Wendy O.’s six homely brothers, the Koopalings, argu-

ing with one another. He can't make out exactly what they're saying, but he does hear the name "Wendy O."

There's something odd—that is, something even odder than usual—about the Koopa kids. Luigi leans in for a closer look. "Hey, I don't see the magic wands those brats stole from the Mushroom Kingdom," he mutters. "They always carry them. I wonder where they are?"

Suddenly a cold hand clamps down on his shoulder. Instinctively, the hero plumber whirls to face the enemy. It's Bowser Koopa!

"Get going!" Bowser snaps. Then he puts on a sad look. "I'm afraid something terrible has happened to my daughter."

"Okay," says Luigi. "There were no clues there anyway."

"I knew it! You've wasted enough time," growls the reptile. He herds Luigi back to the throne room. "So, what are you going to do next?"

Luigi strokes his mustache. "Let's do this the logical way," he says to himself. "Let's play plumber numberology!"

Solve this puzzle to see what Luigi decides:

- Replace each letter in the word “FORT” with its equivalent number in the alphabet. For example, F=6, O=15, and so on.
- Next, replace all the letters in “MAGMA” with their equivalent numbers.
- Add up all the numbers in “FORT.”
- Add up all the numbers in “MAGMA.”
- The word that yields the higher total determines where Luigi will search next.



If “FORT” wins, turn to page 20.

If “MAGMA” wins, turn to page 55.



“**T**his is no place for me. I’m out of here,” Luigi decides. He quickly backs out of the little room, crosses the catwalk, and leaps for the lift as it begins to descend. When he passes the oscillating platform, it’s definitely too far away to risk a jump. But this time, Luigi notices something that escaped him as he passed on the way up. At the far end of the platform is a blue Switch Block. The mysterious P on its side is clearly visible. “Too bad I missed it,” he thinks. “It could have been interesting.”

He remains on the lift as it passes the overhanging ledge and continues to the floor of the chamber. When it reaches the floor, Luigi jumps off.

Turn to page 26.



“Unfortunately, I don’t seem to have a key in the shape of old Ugly’s head,” says Luigi. “But there must be another way in.”

Luigi searches around the door, but comes up empty-handed. After trying every trick he knows, the adventurer finally throws up his hands. “I have no choice,” he says gloomily. “I’ll just have to be patient.”

Luigi finds a place in the rocks and settles down to wait. The steam from the bubbling pools should hide him from anyone who uses the hidden door.

“I hope I don’t have to wait too long,” he mutters. “This place is miserably hot, and I’m beginning to smell as bad as some of those Koopa characters. I’m tired, I’m dirty, and I’m very hungry.”

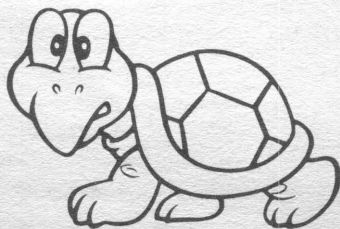
Luigi dozes off. Just as he conjures up a dream of spaghetti, orange juice, and ice cream served on a raft in his uncle Harry’s pool, the

stone door swings open. The soft creak goes almost unnoticed, but the thud of Koopa Troopa feet marching up the road wakes the plumber with a start.

Luckily, none of the turtle troops notice him as they march up the trail. Luigi waits for the stragglers to go by. Then he jumps through the door just before it closes.

He finds himself in a large red cavern. The walls are made of blocks carved from lava, and the floor is covered with magma pools. The only path through the chamber is a ramp that ascends to the far wall. A large door opens at the top of the ramp.

Turn to page 104.





“Out of the frying pan and into the Firesnake,” Luigi grumbles, surveying the room. The nervous plumber is staring at an enormous collection of Firesnakes!

These fiery reptiles can burn through almost anything, and they normally attack immediately. Luigi crouches, ready for the onslaught. But the serpents seem strangely quiet and docile.

They are all huddled together in the center of the large stone room. Not one to hesitate, the plumber seizes the opportunity to look around for some means of escape.

The room is large, with walls made of red lava blocks. A narrow ledge encircles the entire room like a catwalk. In the center, directly above the huddle of Firesnakes and within easy striking distance for the serpents, is a brick ledge with a question block suspended above it.

"I should be toast by now," says the plumber. "Why haven't those hot-blooded snakes attacked?"

Before the words are out of his mouth, his teeth start to chatter. "Wait a minute," he says to himself. "Why am I sh-shivering like a Shyguy? I'm n-not that s-scared!"

Luigi shakes himself to clear his head. "Hey!" he says. "I'm shivering because this place is cold. And that's why the Firesnakes are so slow. It's too cold for them to move! That's a piece of info to keep on file, but for now, I've got to find a way out of this snake pit." With that, he leaps up and lands on the narrow ledge.

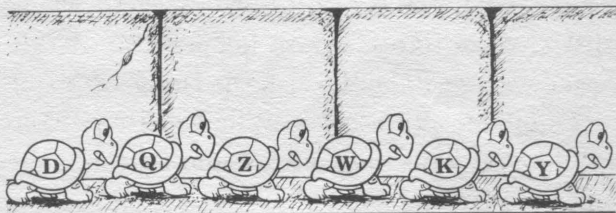
As he circles the room on the catwalk, he notices glowing specks on the floor. "The snakes are losing their scales," he says. "The cold is making them molt. Hmm . . ."

But before he has time to pursue that line of thought, a door opens at the end of the catwalk. Six Koopa Troopas march in.

Luigi takes a quick look around. "I can fight or flee," he realizes. "But which one?"

**Solve this puzzle to help Luigi decide
what to do next:**

- The six turtles are actually Message Koopas. Each one has a letter on its side. You can read the message by moving each letter forward in the alphabet the same number of letters as the position of the turtle in line. The first turtle's letter moves forward one letter, the second one moves forward two letters, and so on down the line.
- Help Luigi make his decision by decoding the message on the Koopas' backs.



If you think Luigi should fight the Koopa Troopas, turn to page 90.

If you think Luigi should jump to the platform, turn to page 115.



Luigi reviews his options. "I can keep running and probably slam into who knows what, or slow down and take a chance that the Hot Feet will catch me. Either way is chancy, but this cave is too tricky to keep going at full speed with no light. I'll risk the Hot Feet."

Luigi slows to a brisk walk. The Hot Feet begin to close the gap. As they get nearer, Luigi can see more and more of the cave. Up ahead, it branches in two. He moves ahead cautiously, glancing occasionally over his shoulder.

As he reaches the fork in the cave, the light from the Hot Feet glints off something along the right branch. Luigi instinctively moves left.

Just in time! The head of a giant Fire Chomp emerges from the right side of the tunnel, snapping angrily.

The flaming bowling ball unleashes a huge ball of fire in Luigi's direction. The plumber

bounds to the top of the tunnel, and the ball passes beneath his rubber boots.

“Wow!” Luigi gasps. Before Hot Lips can reload and take another shot, he rushes down the left branch of the tunnel.

Ahead, the way becomes brighter. Luigi can see a large open door at the end of the tunnel. Orange light pours out. “This is my chance,” thinks Luigi. “I’d better hot foot it out of here while I can see.” He streaks down the tunnel and through the door as the Hot Feet round the corner.

As Luigi slams the door shut, he hears the Hot Feet crashing against the other side. He takes a deep breath and turns around. Then his eyes grow wide with terror, and he sags back against the door.

Turn to page 35.



Luigi begins to whistle the song.

The Sledge Brothers look at each other with tears in their eyes. One of the turtles speaks in a sad voice. "That's the song dear old Mom sang to us. Remember?"

"That's it," thinks Luigi. He prepares to make his move as soon as the monster reptiles drop off to dreamland.

The other turtle nods. "Yeah, she sang it the day she sent us to *reform school!*"

Guffawing, the giant turtle twins heave Luigi into the pool. One of the Sledges turns to the other as the plumber splashes down. "I'd give him a four for that dive," he says. His brother breaks into hysterical laughter.

Then the Sledges and the rest of the troops march off to conquer the Mushroom World.

Game Over!



“I’ll take the high road, and you take the low road, and I’ll find Wendy O. before you,” Luigi sings as he climbs the steps.

The farther up the hill he goes, however, the more enemies he encounters. After bonking thirteen red Koopa Troopas, six Koopa Paratroopas, thirty-six Goombas, and assorted Nipper plants, Luigi feels he is making progress. “I’m getting close to something,” he says as he bonks yet another Nipper.

Finally, he reaches the top. Luigi climbs the last few steps cautiously and pokes his head out. His eyes grow wide as he takes in the view.

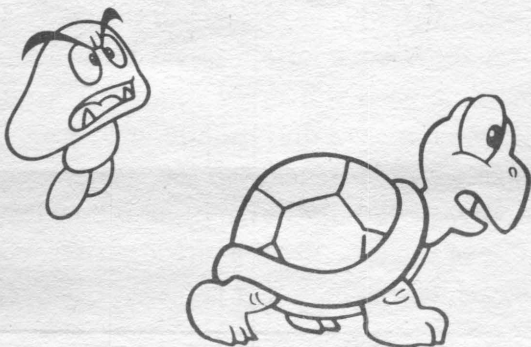
The stairs open onto a broad lava plateau, which has been converted into some kind of military base. A handmade sign propped against a boulder reads FORT MAGMA.

A strange flag flies over a large tent in the middle of the base. Red and white rings decorate each of the flag’s four corners. In the cen-

ter is a large pink bow with white polka dots.

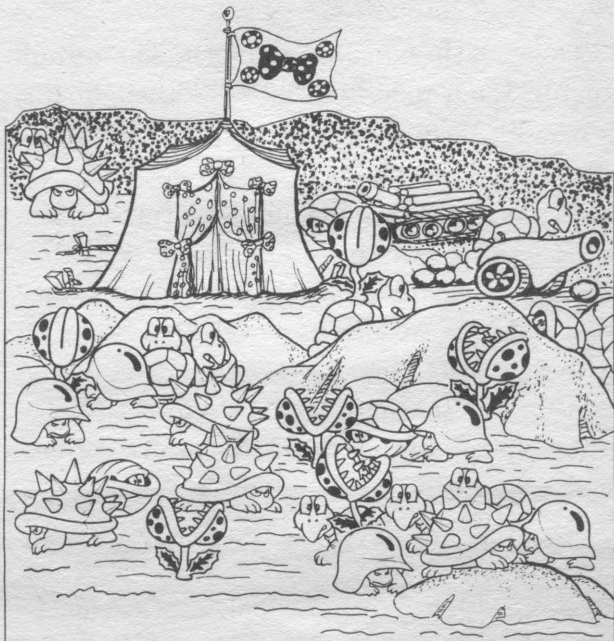
There are more Koopa creatures on the plateau than Luigi can count. As he looks in amazement at the hordes of Koopas, he thinks, "Maybe I better try to figure out how many creeps there are on this plateau before I start trying to zonk them. This may be a time to follow Mario's advice, 'He who fights and runs away, stomps on Koopas another day.' If there are too many, then I'll head back down the stairs and see what's around that bend in the path."

Luigi begins by counting Koopa Troopas near the tent. He decides that if there are twelve or fewer Koopa Troopas, he can zap them, but if there are more than twelve, he better go back down the stairs.



Find the hidden creatures and help Luigi decide what to do next:

- Help Luigi count the Koopa Troopas near the tent. Then decide what he should do next.



**If you think there are twelve Koopa Troopas,
turn to page 118.**

If you think there are ten, turn to page 92.



“If I get this wrong, I may never plumb again,” Luigi tells himself. The thought fills him with desperate courage. He begins to whistle.

As Luigi whistles, the muscular turtle brothers begin to sway back and forth. But they continue to hold him above their heads as they rock. Their arms don’t seem to be nodding off with the rest of them.

After six choruses, Luigi decides that the tune isn’t going to have the proper effect. Maybe he should try something else.

“Hey, guys,” he says, “Don’t I get a final request?”

The Sledge Brothers look at each other through droopy eyes. “Well, I guess it’s okay,” says one brother.

“But no tricks,” yawns the other.

“Certainly not.” Luigi looks shocked. “I just want to leave a note for my dear brother

Mario. But I don't have a pencil. Could you get me one?"

The turtles drop him roughly to the ground. One of them waddles off to find a pencil, while the other stands guard.

At that moment, a line of Koopa Troopas tramps past, practicing their best marching formation, one right after the other. "Look at that slowpoke in the rear," Luigi shouts to the remaining Sledge. As the hammer-hurler turns to growl at the lagging Troopa, Luigi makes his move.

"The Goomba Stomp Technique is my only hope. I've never tried it without a Tanooki suit, but . . ."

When the line of marching turtles draws close to Luigi and his captor, the nimble plumber breaks free and leaps high into the air over the head of the lead Koopa Troopa.

He bonks the first turtle. Then, without touching the ground, he bounces down the line stomping each Koopa Troopa in turn.

The marching turtles are so startled that they just stand there stupidly until they've all been reduced to shells. Luigi hears the sound of bonks and the shouts of the Sledge guard behind him.

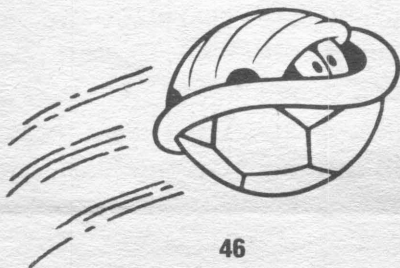
Before the turtle can throw a hammer at him, Luigi kicks the nearest Troopa shell into its neighbor. The result is a chain reaction of colliding Troopa shells. One hits the Sledge brother squarely in the chest and sends him hurtling over the cliff. The other brother is sent flying as he returns with a pencil. It's pure chaos.

Luigi dodges a careening turtle shell. "I'd better get going while the going is good," he pants. He runs back down the stairs he came up earlier.

On the way down, Luigi springs up to hit several suspended blocks he missed on his way up. The sound of coins is music to his ears. He pauses briefly at the coded sign. "I should have known," he says to himself.

***** Luigi collects 10 coins.*****

Turn to page 92.





“A cave might be just the change I need,” Luigi decides. He ducks his head and hurries inside the dark opening.

When he looks up, he can hardly believe his eyes. The cave is filled with rows of coins! Hundreds of lit candles mounted on the walls make the coins shine with a golden glow. “Hot stuff!” shouts Luigi.

As he bounces forward, he notices that the flames from the candles seem to lean in his direction. He steps back, and the flames snap back to their original positions.

“Aha!” he cries. “Those candles are really Hot Feet. Or is that Hot Foots?”

He has little time to think about the grammatical problem, though, as the two candle monsters closest to him wriggle out of their sconces and fly toward him.

Luigi bounds across the cave, crashing through rows of coins. The cave resounds with

jingling and the flaring of angry Hot Feet. As he passes their resting places, the flame creatures unhook themselves and pursue him.

Luigi dashes through the coin chamber, pausing only to scoop up some change before heading deeper into the cave.

The cave narrows into a tunnel. Luigi runs full speed ahead, with the Hot Feet in hot pursuit. His way is illuminated by the light cast by the trailing candle monsters.

"Does this mean I can run faster than light?" Luigi pants. "Wait till Mario hears!" He finally manages to put some distance between himself and the Hot Feet, but in doing so, he loses their light. The tunnel is now pitch black. Luigi frowns.

"Should I slow down and take a chance that those Hot Tamales will catch me, or should I keep going as fast as possible?"

***** Luigi collects 9 coins. *****

**If you think Luigi should slow down,
turn to page 38.**

**If you think he should keep running,
turn to page 54.**



“Mmm. I’m not going to be distracted by that questionable question block,” says the perplexed plumber. “I’ll just get that piece of paper.”

Luigi moves rapidly under the suspended blocks. As his head ducks under the first one, he notices a Thwomp Trap cleverly concealed within the blocks. The crumpled paper lies directly below the stone monster.

“Whoa!” Luigi comes to a skidding halt inches short of the trap. “That Thwomp almost mashed me. What should I do now?”

If you think Luigi should try to spring the trap and grab the paper, turn to page 110.

If you think Luigi should backtrack, turn to page 76.



The Boo Diddy cruises toward Luigi.

Luigi waits until the Boo is so close he can see its tiny red eyes. Then, in one quick motion, the agile plumber leaps onto the floating blocks.

The ghost swings around and pursues him. Luigi leaps to the top of the question block. The Boo arcs up toward its target.

As it rises into view above the block platform, Luigi says, "Did I make a boo-boo? This isn't going the way I planned. I can try to make it to the door, or go once more around the old block. But I'd better do something fast, or I'm in big trouble!"

**If you think Luigi should try for the door,
turn to page 12.**

**If you think Luigi should go around the block
again, turn to page 79.**



Luigi walks down the steps, lost in thought. “This is a weird caper,” he thinks. “I can’t figure out what’s going on.”

As Luigi moves deeper into the earth, the red glow increases and the heat becomes more intense. He loosens his collar. The plumber is used to working in hot, tight places, but this is oppressive, even for him.

Up ahead, Luigi notices that one of the stairs looks a little strange. It’s blue! As he approaches the step, he sees that it’s actually a Switch Block. The trademark capital P is visible only from up close.

Luigi inspects the block. Carved into it are four circles with odd designs in them. There’s also a poem, which goes like this:

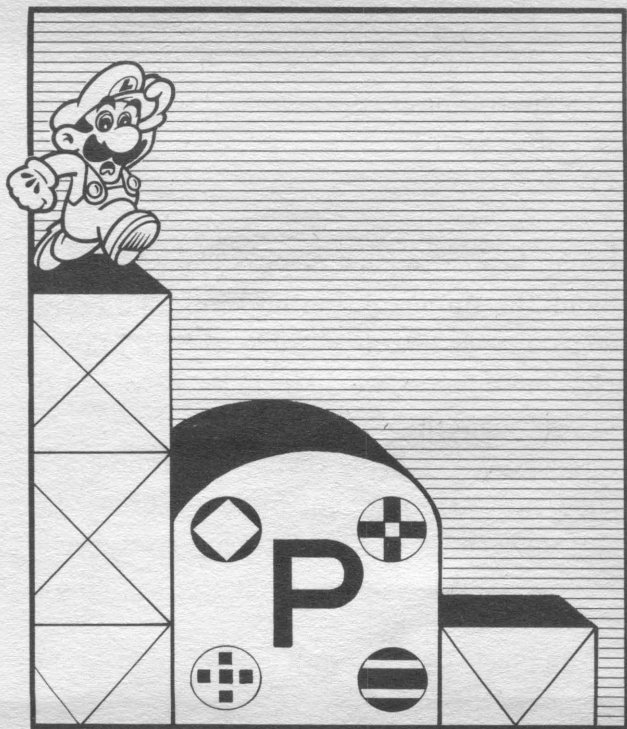
If one of these is odd man out,
Run away without a doubt.
If all four circles make a match,
Then jump and see what you can catch.

“Hmm,” Luigi says, inspecting the dusty circles. “Tricky! Switch Blocks often uncover hidden treasures or secret doors, but they can just as easily deliver a nasty surprise. What should I do?”

Solve this puzzle to help Luigi decide:

- Look carefully at the four circles on the opposite page. All four have some things in common. But one of them may not share all of the characteristics of the other three.





If you think one of them is not like the others, turn to page 73.

If you think all four make a matched set, turn to page 62.



Luigi begins to slow down. Then he thinks about the flames pursuing him. "I'd better keep going as fast as possible. I hate to think what those flames would do to my new overalls if they caught up."

Luigi keeps moving though the tunnel at a rapid rate. He puts out his hand to feel his way along the wall. "This is going pretty well," he says. "But it seems to be getting even darker, if that's possible."

Luigi feels the cave wall curving to his right. He makes the turn.

Suddenly there's a blinding flash. Luigi glimpses the jaws of a giant Fire Chomp, lit by the ball of flame it's shooting at him. Then everything goes black for the last time.

Game Over!



Luigi scratches his head. "Maybe this note refers to the Magma Pits," he says. "I think I should search for Wendy O. there."

Bowser leers. "You want to go to the Magma Pits? Okay, anything you say."

The royal reptile reaches for a thick rope hanging beside his throne and gives it a mighty tug. Luigi jumps back just as a huge trapdoor opens right where he was standing. Flames roar up from the open pit.

"Bowser!" Luigi yells. He is very annoyed. "I thought you were on my side."

"Oh, right," Bowser says, snickering. "I forgot. Anyway, that's the quickest route to the Magma Pits."

"I'll settle for the long way," Luigi says. He turns his back on Bowser and sets off. Soon he is trudging down the spiral stairs that lead to the Magma Pits, below the deepest level of Koopa's castle.

"The pits would be a perfect place to hide someone," Luigi observes. His words echo against the stone walls. It looks as if nobody has come this way for a long time. The floors are covered with a thick layer of dust, and there are no footprints.

Luigi considers his next move as he descends the staircase. "Either Wendy O. was taken, or she's hiding for some reason. In any case, my job is to find her. Now, where could you hide a short, bad-tempered turtle princess?"

A searing wind blows up from the depths. The air is very hot. Luigi begins to sweat.

As he gets deeper, he begins to think of all the terrible things he has heard about the Magma Pits. "They say there are pools of molten lava full of Podoboos, living bubbles of magma. And lakes of steam, and rooms full of Firesnakes . . ."

The plumber shivers in spite of the heat. "This job is really the pits!" he mutters. Then, shaking his head, he continues down the stairs.

Turn to page 73.



“I hate these mid-air decisions,” cries Luigi. “But, in this case, I think left is right.” He veers left, snatching at some coins on his way.

Meanwhile, the Koopa Troopas complete their collisions and march off. Luigi lands in the middle of a group of four Troopas. One of the red turtles hits him before he can react. Luigi feels his firepower fade.

Luckily, before the feeling is gone, he has a few seconds of invulnerability left. “So much for fighting fire with fire,” he says. “I’d better fall back fast!”

Shimmering with invulnerability, Luigi bolts for the door and steps through. The spell wears off as he slams it behind him.

*****Luigi collects 5 coins, but his firepower is gone.*****

Turn to page 105.



“I’ve had enough of mazes. Maybe this door leads to a secret passage,” Luigi says.

The plumber ducks through the door and enters a small, brightly lit room. Before his eyes can adjust, he is attacked by two Ptooeys, mobile Piranha plants that juggle spiked balls above their oversized lips.

“Yikes! Ptooeys!” yells Luigi. He leaps over the two plants, landing on a floor covered with green balls with bright yellow spikes.

“Spiny Eggs!” exclaims Luigi. “Now, that’s odd. What are they doing down here? And why the Ptooeys? Both creatures usually stay outside, in the sunlight.”

Jumping lightly along the floor, he tiptoes between the Spiny Eggs and makes his way to a door on the far side of the room.

Turn to page 84.



“Okay, you checkered chumps,” says the plumber. “Prepare for a scorching good time!”

Luigi plants his feet firmly, ducking as an avalanche of fire hits the floor in front of him and bounces over his head. He stands, aims, and fires three times in succession.

His first two blasts take out the two center turtles. His third misses its target.

There’s no time to worry about the missed shot, though. The remaining turtles form a tight group and unleash another wave of fire.

Luigi bounces halfway up the ramp and lets one of the toasty turtles have it. That leaves three.

A blast whizzes past Luigi’s ear and singes his mustache. ~~That’s~~ bad luck for the turtles. Luigi starts to sizzle. “Until now, this was business, but when you torch my mustache, it gets personal!” he yells.

Sputtering incoherently, Luigi wipes out

Fire Brothers four and five. Number six is smarter than the rest. When he sees his comrades go up in smoke, he turns tail and runs through a door at the top of the ramp.

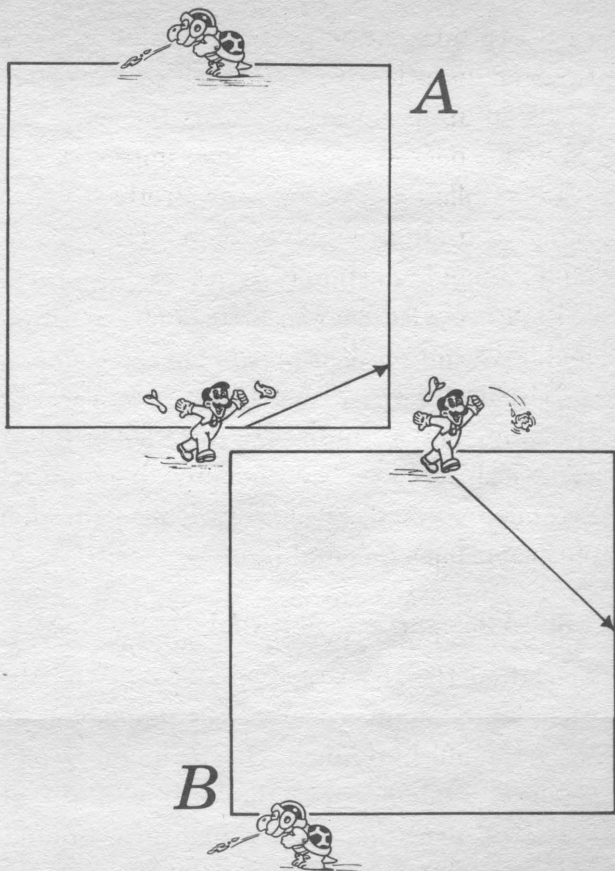
Luigi follows. The last Fire Brother is cowering in a small square room. He fires at Luigi. Luigi immediately fires back.

Both fireballs bounce off the walls and ricochet before losing their punch.

"This is tricky. I need to catch him on the rebound," says Luigi. He does some quick math in his head. Then he aims, hoping that he added correctly. If he didn't, his own shot may come back to haunt him!

Solve this puzzle to see what happens next:

- Look at the two drawings of Luigi and the Fire Brother. Luigi wants to bounce a shot off the walls and hit the turtle with the second rebound. Which drawing shows the correct path for this shot?
- Here's a hint: the fireball will leave the wall at the same angle it hits. But be careful! If you figure it wrong, the shot will bounce back and hit Luigi!



**If you think drawing A is correct,
turn to page 112.**

**If you think drawing B is correct,
turn to page 86.**



“Here goes nothing,” Luigi exclaims. He leaps onto the Switch Block.

Poof! A hidden door appears in the wall two steps down. Luigi moves closer to it, pausing to pick up a few coins that the Switch Block has dispensed.

He sniffs the air. “Something smells toasty. I hope it’s lunch—I’m hungry!”

As Luigi steps through the door, it slams shut behind him. He whirls around nervously. “Too late to turn back now.”

He sniffs again. “On second thought, that doesn’t smell like lunch. It smells more like hot lava. Could I be near the Magma Pits?”

There’s a rustling noise. Luigi turns around again—and cringes at what he sees.

*****Luigi collects 8 coins.*****

Turn to page 35.



Luigi decides to search the little room once more before he leaves. "There's one technique I haven't tried yet," he says.

The plumber begins jumping up and hitting the blocks on the ceiling with his head. It's not easy to do in his crouching, hunchbacked position, but he keeps at it.

The first five are duds. But when he hits the sixth block, he hears distant bells.

"The bells! The bells!" he cries.

A heavy golden object drops to the floor amid a shower of coins. At the same instant, a door appears at the far end of the room.

"That's more like it," Luigi says, picking up the coins and the golden object. It's a key, in the shape of Bowser Koopa's head.

"Haven't I seen a keyhole like this somewhere?" he muses. "This key could come in handy." He slips it into his pocket.

Luigi walks to the door and examines it

carefully. It has a large purple knob, but no keyhole. Above the door is a strange sign with a bunch of overlapping pink-and-white circles in the shape of a huge bow. The circles have numbers and letters in them, but Luigi doesn't see what the pattern is.

"Whoever was in here must have left through this door," Luigi thinks. "But maybe I should figure out what the sign means before I try to follow."

He squints at the sign. After a moment, he says, "I think I know what to do."

**Solve this puzzle to find out what Luigi
should do next:**

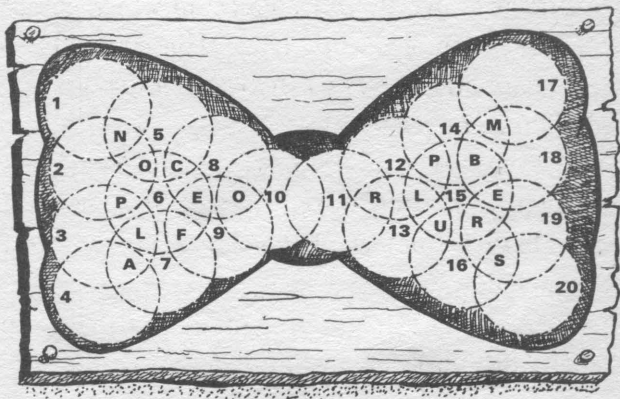
- This is the sign that Luigi sees. Start at the circle with the numeral "1" in it.

Find all the letters inside circle number 1. Write down the letters starting from the top and moving down.

- Then move on to the circle with the numeral "2." Write down the letters that fall within circle number 2. Do not copy down any letters that you've already written down from the other circle.

- Continue through all the numbered circles

in order. When you're done, the letters will give you a clue.



*****Luigi collects 9 coins, and he now has the key.*****

If you think Luigi should go through the door, turn to page 114.

If you think Luigi shouldn't go through the door, turn to page 32.

NPLAALFLOORL
PRLUMBPPBERULP



Luigi decides not to try to jump to the platform. "Maybe I'll catch it on the rebound," he says.

He remains on the lift until it reaches the top of the huge chamber. It halts right next to a catwalk that runs around the edge of the ceiling. Luigi jumps onto the catwalk and looks around.

A flash of pink and white draws the plumber's eye to the far wall. Through a door in the wall, he sees what appears to be a candy ring flying by. "That looked like one of Wendy O.'s weapons. She must be in there," he thinks. "But if she's been so close to the castle all along, why didn't Bowser's stooges find her?"

Luigi walks to the door and pokes his head through. In a cheerful voice he calls, "Wendy O.? Yoo-hoo!"

There is no answer. He steps in and looks

around. The room is empty. It's also very small, with a ceiling that's barely high enough for Luigi to stand upright. And it is very poorly lit. Stooping, the industrious plumber searches the room. But there's no sign of Bowser's daughter.

"Where did that Wendy O. go?" Luigi asks himself. "I'm sure that was her candy ring I saw through the doorway."

There appears to be no way out of the small room except the door through which Luigi entered. Luigi shrugs and maneuvers himself around to leave. But at the doorway, he pauses. "I might have missed a clue in my search," he says to himself. "Should I take the time to look again, or should I go back the way I came?"

**If you think Luigi should investigate,
turn to page 63.**

**If you think Luigi should leave,
turn to page 32.**



“There’s only one way to stop these guys,” says Luigi. “Luckily, they’re so stupid that if I time it right, I can make my way up the ramp, do the Goomba Stomp on their heads, and get rid of all six.”

Luigi lets out the Brooklyn Plumbers War Cry and starts up the ramp. As he leaps, he yells at the top of his lungs, “Give ‘em the wrench, wrench, wrench. Right in the neck, neck, neck . . .”

The words echo through the chamber, but unfortunately, words have no effect on fire-breathing turtles. Luigi’s effort is futile. He loses his footing halfway up the ramp. Six fireballs hit him at once. Then the all-too-familiar words appear on the red walls.

Game Over!



“He who hesitates is lasagna, as my grandpappy used to say.” Luigi rushes through the door—and comes to a rapid halt.

He stands on an overhang on the edge of a pit. A lift moves up the sheer wall on the other side of the pit. Luigi knows he can easily make the jump across to the lift. But first he moves closer to the edge of the pit and peers down. Maybe there’s another choice.

Luigi’s eyes water at the awful stench that reaches his nose. The floor of the pit is crawling with Dry Bones, those zombie Koopa Troopas. “Yuck,” Luigi murmurs.

However, when he leans over a little further, the plumber spots a door under the ledge he’s on. Through the door, he can just make out the first few steps of a staircase leading down into a strange orange glow. “Mmm, that could be interesting,” he says. “Decisions, decisions!”

At that moment Luigi catches sight of a

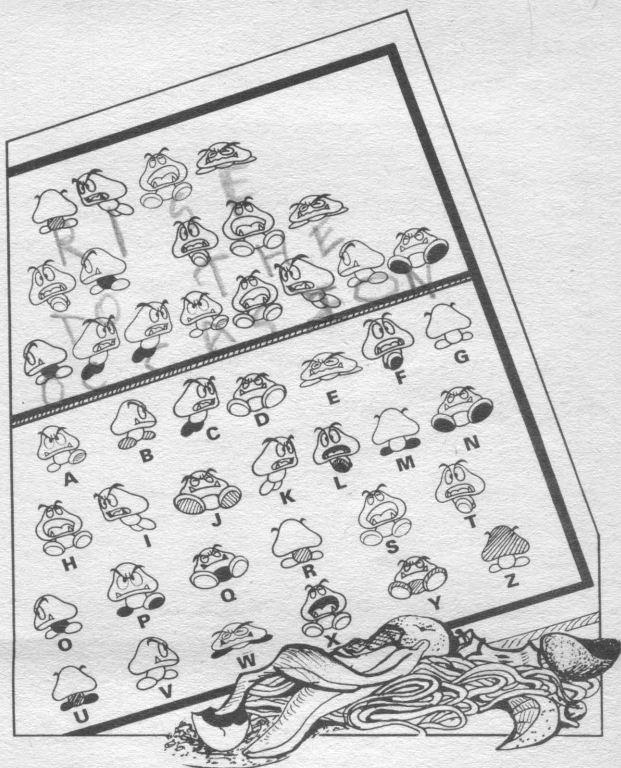
small sign, half hidden by a mound of garbage. He shoves some old orange peels out of the way and bends down for a closer look.

The sign is written in the Koopas' Goomba-face code, which Luigi and Mario know by heart. But Luigi doesn't even have to use his plumber's memory this time, because the key to the code is painted right below the sign. "Those shellbrains!" he scoffs.

After a moment, he straightens up again. "Okay, I know what to do," he says. He steps back from the edge, takes one last glance at the sign, and leaps.



Crack this code to see what Luigi does next:



**If you think Luigi leaps for the lift,
turn to page 8.**

**If you think Luigi jumps to the floor,
turn to page 26.**



Luigi starts across the Podoboo pool. He jumps high over the first living fireball as it rises from its lair. Then he ducks under the second, and dodges the third.

"I'm pretty hot stuff!" Luigi boasts. He smiles in anticipation of clearing number four. However, the magma monster erupts from the lava pool just as Luigi's feet leave the surface of the block.

Slam! Whoosh!

"Not as hot as me," says the Podoboo, flashing a fiery grin.

Game Over!



“I better keep going,” says the tall, thin plumber. He continues down the stairs into the oven-like heat. Before he goes ten more steps, he hears the spooky laugh of a Boo Diddle behind him.

Luigi dashes down the stairs as fast as he can. The sound of the Boo fades a little. Luigi smiles. “It pays to be fast,” he thinks.

He zooms along at break-neck speed, taking five steps at once. The staircase passes in a blur. He glances over his shoulder. “Yow!” he yells. His left foot has just stepped into thin air!

Luigi drops like a stone, but he lands head first, so no damage is done. He looks around.

He’s on a rock in the middle of a molten lava pool. The rock, which had been happily floating on the magma, is now sinking from the added weight of one dumb plumber.

Turn to page 80.



Ahead of Luigi is a lava pool. Molten rock cascades from it down a cliff into a river that flows through a barren valley. Rocks are scattered in an irregular path across the pool. The spaces between the rocks are jumpable. But the pool is full of Podoboos! These living balls of lava erupt from the pool, fly straight into the air, and splash down again.

Beside the lava pool is a dark, evil-looking cave. There's a sign over the entrance, but several of the letters have fallen off and are scattered on the ground. Luigi wrinkles his brow. "Which way should I go?" he wonders. "I just don't have a clue!"

**Solve this puzzle for a clue to what
Luigi should do:**

- See if you can fit the missing letters back into the message below. If you can, you'll get a clue about Luigi's choice.



**If you think Luigi should try to jump across
the lava pool, turn to page 94.**

**If you think Luigi should enter the cave,
turn to page 47.**



“I’ll try the profitable route,” says Luigi. He takes two steps and leaps to the top of the cluster of blocks, pausing to jump up and hit the question block. A tinkling sound echoes through the chamber, and ten shiny coins fly out. Luigi catches most of them, but three fall to the floor and roll under the suspended block cluster.

“Rats!” says the plumber. Then he leaps to the floor on the other side.

“Should I retrieve those coins and grab that piece of paper now?” Luigi wonders.

*****Luigi collects 7 coins. *****

If you think Luigi should go for the coins and the crumpled paper, turn to page 7.

If you think Luigi should go for the door, turn to page 28.



Luigi pulls out the brand new, laser-guided, impulse-powered, left-handed, Swiss army pipe threader and plumber's helper that he stuck in his pocket way back in Brooklyn that morning. "Stand back!" he shouts.

The device looks like a cross between a missile launcher and a large pipe wrench. At the sight of it, the Koopa clan hesitates.

"I thought you might pull something like this, Bowser," says Luigi. "So I brought along this deadly amphibian zapper ray. One more step and I'll turn you and your whole family into green slime."

The Koopalings' eyes open wide with terror. Without their wands, they are no match for this new weapon. They begin to retreat.

Luigi's heart races. "Two more steps and I can make a break for the door," he thinks. But, not wanting to tip his hand, his face shows only stern resolve.

Bowser smirks. "That's funny," he says in a sarcastic voice. "A guy unclogged a drain in my castle two days ago with a device that looked just like that."

"What a coincidence!" Luigi says brightly.

"Seize him!" roars Bowser.

Moving like a tidal wave, the Koopalings grab Luigi. Bowser takes him by the heels and holds him upside-down above the pot of gror-ange slime.

"Can't we talk this over, Boss?" pleads the plumber.

Bowser just laughs. "You're fired!" he shouts. Then he lets Luigi go.

Game Over!





“Once more around the old block should do it,” Luigi pants. “At least, I hope so.”

The plumber runs at full speed under the question block. Then he abruptly changes direction and leaps to the top of the block. Without breaking stride, he flies over the rough surface, jumps down onto the hard stone floor, and races through the door.

“Whew,” he gasps as he clears the chamber. “I must have broken some speed records with that run. I’m ready for the next Mushroom Games.”

A great pit yawns in front of Luigi. The fleet-footed plumber knows that the Boo Diddley won’t give up easily, so without further hesitation, he rushes to the edge of the overhang and leaps.

Turn to page 26.

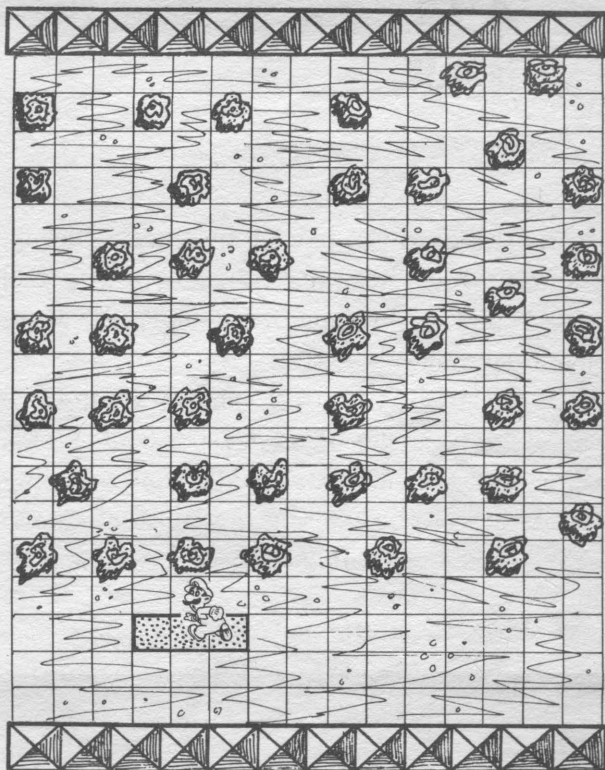


“Something tells me I’m in hot water,” Luigi mutters. Magma bubbles surface in the pool around him, bursting with dull pops. He gazes about nervously.

To his left he notices a ledge that might or might not be within his jumping range. To his right lie a series of rocks that form stepping stones across the molten pond. As his stone boat continues to sink, Luigi must move fast.

Solve this puzzle and help Luigi make the best decision:

- The stepping stones in the lava pond are arranged as in the picture below. Luigi can jump straight ahead or to the side, but not diagonally. Also, he can only jump the distance equal to one stone’s width. Can you find a path from his platform to the safety of the far bank of the pond?



If you think the stepping stones will lead to Luigi's doom, turn to page 106.

If you think he can make it to safety on the stepping stones, turn to page 89.



Luigi leaps to the ledge. It's wider than he thought, and offers a good view of the trail below. He crouches down and waits for whatever is coming up the trail.

He doesn't have to wait long. The rumbling sound grows louder by the second. In minutes, the ledge begins to vibrate. The shaking grows to earthquake proportions, amplified by the rock walls. Luigi hangs onto the ledge for dear life.

He peeks over the edge to get a better look at what's coming. "Well, I'll be!" the plumber gasps.

Below him is the largest Grand Goomba he has ever seen. The giant mushroom trudges up the trail, leaving a cloud of dust in its wake. It pauses just below Luigi and looks back the way it has come.

For a brief moment, Luigi contemplates jumping the Goomba. But his common sense

wins in the end. This creature is so large, there's no telling what it would take to defeat it. Besides, it already seems angry enough to eat nails. No, Luigi will just have to tell Mario about the one that got away.

The Goomba monstrosity doesn't linger. It turns quickly and continues lumbering up the trail. When the coast is clear, Luigi stands up. "That was close," he thinks. "If something can make a Goomba that size so angry, I'd better move carefully."

As he turns to jump down from the ledge, Luigi spots a cave a good distance above his head.

"I wonder where that leads?" he says to himself. "Should I investigate, or get back to the trail?"

**If you think Luigi should jump for the cave,
turn to page 47.**

**If you think Luigi should return to the trail,
turn to page 105.**





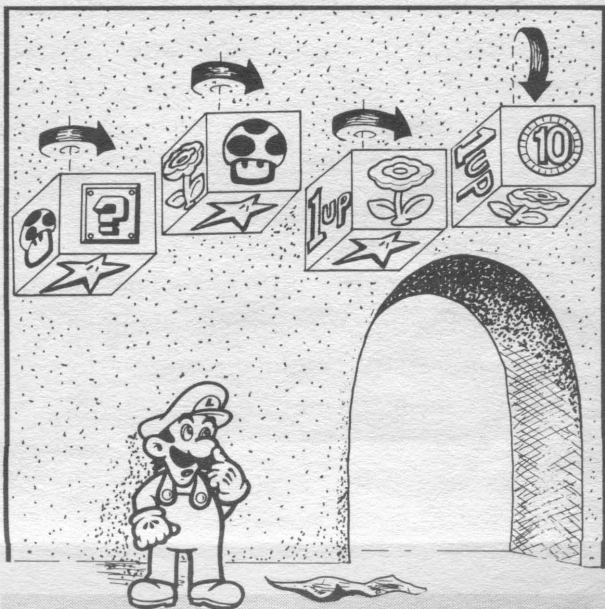
Luigi steps through the door and enters another hidden room. In the middle of the small dimly-lit chamber, a cluster of blocks hangs in mid-air. Under the cluster is a crumpled piece of paper. Above the cluster is a large, spinning cube with a question mark on one of its faces. On the wall opposite Luigi is a door.

"Mario told me about these strange spinning blocks," Luigi says to himself. "Some of them contain great stuff and some are deadly. The good ones have the question mark on the side opposite the Fire Flower and the Starman opposite the Ten."

"This is tough," continues the plumber. "I hate litter, and besides that scrap of paper might contain some clues to Wendy O.'s whereabouts. On the other hand, that question block might contain something useful. Hmm. Which should I try to get?"

Solve this puzzle for a clue:

• Here's what Luigi sees as the question block spins. Each drawing shows the block as it turns and reveals a new face. Can you figure out if this is one of the good blocks that Mario told Luigi about or one of the deadly ones?



If you think Luigi should go for the question block, turn to page 76.

If you think Luigi should go for the piece of paper, turn to page 49.



“Math was one of my better subjects,” Luigi says confidently. He fires at the wall to his left. The ball of flame bounces once, then shoots across the room, hitting the wall right next to the turtle. The fireball bounces off, angles to the right, and then caroms back to the wall where Luigi stands.

“Yipe!” shouts the plumber. The flaming sphere is rocketing straight toward him!

“Ha, ha!” roars the last Fire Brother. “I guess I got the angle on you!”

Game Over!



The turtle princess is holding something pointy in her hands. "Looks like that zapper wand of hers," Luigi thinks. "Or maybe two."

Directly behind the turtle princess stand two large Troopas. Through the fog, Luigi can't tell if they are escorting her or holding her prisoner.

Before Luigi can decide upon a course of action, Wendy O. reaches out toward the wall. A secret door opens. She says something to one of the turtle guards. Then all three disappear into the side of the mountain.

"Aha!" says Luigi. "Is this where she's been all along?"

Luigi moves down the path cautiously. There is no place to hide if that door opens again, and who knows what might come out.

But when he reaches the wall at the end of the path, there is no door in sight.

"If I hadn't seen it with my own eyes, I'd never believe there was an entrance here,"

he says. Luigi considers what to do next.

He tries standing in exactly the spot where Wendy O. stood. "Nothing," he mumbles in disgust. "There's no trace of the door. There must be some way to find it."

Then Luigi realizes something. A superior smile crosses his face. "There's a problem with this perspective," he says. "The Koopas are runts."

With that, Luigi squats down so that he is the same height as Wendy O. He peers at the rock face again. Neatly tucked under an outcropping is a keyhole in the shape of Bowser Koopa's head.

"Eureka!" exclaims Luigi. "There's the keyhole. Now all I need is a key."

If Luigi has picked up a key in his adventures, turn to page 119.

If Luigi does not have the key, turn to page 33.



“I think it can be done,” Luigi decides. He leaps onto the first rock. “Yow!”

The rock is hot! Luigi does the flaming Bunny Hop across the stones and finally lands in front of a cave from which a strange greenish light emanates. Luigi peeks inside. He gasps. There, in a lounge chair, sipping a can of Koopa Cola Lite, wearing sunglasses and a two-piece bathing suit, lies Wendy O. Koopa.

“Hey!” she screeches. “You’re gonna ruin my lovely magma-tan.”

Luigi can hardly find the words. “Y-your father sent me,” he stammers. “There was a note.”

By this time, Wendy O. is on her feet. The R&R has clearly done nothing to cool her temper. Before Luigi can move, a hot pink candy ring hits him right between the eyes.

Game Over!



“Six turtles? It’s a cinch!” says the plumber. He shivers. “Besides, I need the exercise to get warm.”

The Koopa Troopas split up. Four of them come directly at Luigi, while the other two reverse direction and circle around the catwalk to approach from the rear.

In one leap, the plumber is on top of the first Koopa Troopa. He bounces high, stomps on the second, does a flip in mid-air, and lands on the third one. Momentum carries him forward to bonk number four with a final jump.

Four Koopa shells now lie on the catwalk. “This is fun!” Luigi shouts. He picks up the nearest shell and sends it skidding along the catwalk toward the remaining two Troopas.

The shell sends the red turtles sailing off the ledge. One ricochets into a sleeping Firesnake. Both the snake and the turtle disappear with a tinkling sound. Two coins fly into Luigi’s pocket.

This gives Luigi an idea. He picks up one of the remaining shells and takes aim at the Firesnake pile. "It's just like shooting fish in a barrel!" he exclaims.

As he is about to toss the shell, though, Luigi hesitates. "I never did think shooting fish in a barrel was fair," he says sadly. "I may regret this later, but I can't bop those reptiles when they don't have a fighting chance."

The plumber puts the shell down, and dashes for the door. He glances at the question block suspended over the platform. "Better get this dirty job done as soon as possible," he says. "I'll see what's there next time."

Luigi steps through the door and slams it behind him. The hot, dry air of the Magma Pits seems strangely refreshing.

***** Luigi collects 2 coins. *****

Turn to page 105.





Luigi turns and runs down the stairs. He pauses for a minute at the base of the stairway. He shakes his head and looks up. "This stair leads directly to trouble," he thinks to himself. "Besides, since I'm hunting for low life, I should stick to the low road."

With that, he runs toward the bend in the path. But when he rounds the corner, he stops dead in his tracks.

Turn to page 74.





“I’ll play it safe,” Luigi thinks. “Who knows what’s on the other side of that door?”

The cautious plumber continues through the maze. As he walks, he notices that there are no more Koopa cannons firing at him. Nor has he seen any Goombas or other monsters for quite some time.

“I must be in a part of the Fortress that the Koopas have never explored,” he says. “That means I’m safe from their traps!” He leaps across a wide pit and pauses to rest.

There’s a faint sound directly over Luigi’s head. He looks up. Oh, no! Hurtling toward him is an enormous blue stone with a snarling, hungry face.

“Thwomp Trap!” moans the plumber. Then the block crashes down on his head.

Game Over!



“H^{mm},” says Luigi. “Podoboos usually have a pattern.” He watches for a few minutes, then adds, “It’s not much to dance to, but I think I found the rhythm. If I time it right, I can make it across without getting burned.”

Luigi sees that the Podoboos rise and fall one block width in the time it will take him to jump between two blocks. He knows he can clear the height of two blocks by just a drip when he leaps.

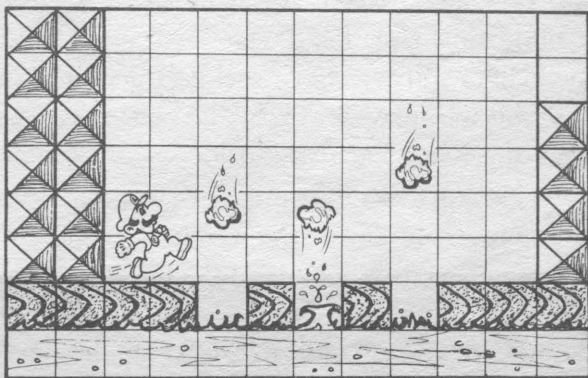
The living fireballs stay in the lava pool for the same length of time it takes them to fall one block width. Also, they always shoot up to the height of four blocks, and then they fall back into the pool.

As if that weren’t enough, Luigi notices that the rocks in the pool are floating on the surface. He knows they will sink as soon as he lands on them, giving him just enough time to make his next jump.

"I guess I only get one chance to do this right," he tells himself as he prepares to jump.

**Solve this puzzle to help Luigi
get safely across:**

- Luigi has two choices. Either he can wait until Podoboo #1 splashes down into the pool again, or he can jump now, while the lava ball is on its way down. Can you see which pattern is the correct one?



If you think Luigi should wait, turn to page 16.

**If you think Luigi should jump now,
turn to page 72.**



The evil emperor of the turtles strides into the room. Close behind him skulk his six slimy sons: Larry, Morton, Junior, Iggy, Roy, Lemmy, and Ludwig Von. They surround Wendy O. and her pot of ooze. Luigi is struck by the strong family resemblance.

"So here you are, dear," cackles the patriarch of the despicable brood. "We've missed you so much since you ran away."

"Yeah, and took our wands with you, you little creep," interjects Larry, the youngest Koopa.

"Now, now, let's give Wendy O. a chance to explain. I'm sure there's some reason for her actions," intones Bowser in a sickeningly sweet voice. "Isn't there, my dear?" he asks, grabbing Wendy O. by the necklace.

"Erp," Wendy O. croaks.

"Let me see if I can guess," her papa snarls. "First, you took your brothers' magic wands. I think I see them simmering in that pot." He

inhales deeply. "I can also smell Goomba leg hairs, Spiny Eggs, and Firesnake scales. You copied the recipe for combining the wands from my book of Reptile Magic and VCR Programming Instructions, didn't you? You planned to create one super wand and take over my throne."

"Aha!" Luigi thinks, in his hiding place. So that's the explanation for all the weird stuff he encountered on his search!

Bowser smiles at Wendy O., showing all 264 of his teeth. "Am I right, my little chameleon?" he purrs.

"Gurp." Wendy O. looks distinctly pale.

"But you didn't count on me convincing that nitwit plumber to find you," Bowser says. "He had some trouble, but he led us right to your little kitchen."

"Nitwit indeed!" Luigi is deeply offended.

"By the way, where is that sewer rat? He came in just ahead of us." Bowser sucks his teeth and peers around the room.

"I haven't seen any plumber down here," Wendy O. croaks through Bowser's hold on her necklace. "If I had, I'd have zapped him."

Morton Koopa bares his teeth. "I hate that

Luigi. Let's get him!"

The Koopas spread out to search for Luigi. The plumber has two choices. He can either go down in a blaze of glory, or die like a rat under a pile of mushroom food.

"Up and at 'em!" Luigi springs to the top of the pile of Goomba Chow bags.

"There he is!" shrieks Ludwig Von Koopa, pushing back his wavy green hair. He dashes toward the bags.

Luigi's powerful brain has devised a desperate plan. As the Koopas surround him like sludge in a clogged drain, the master plumber reaches into the innermost pocket of his overalls.

**If Luigi has Boom-Boom's socks,
turn to page 23.**

**If Luigi doesn't have the socks,
turn to page 77.**





“Okay, I’ll risk it. Bombs away!” Luigi yells. He leaps perfectly and makes a three-point landing on the oscillating platform.

He reaches around and pats himself on the back. “I’d like to see Mario pull that off,” he says proudly.

Next, the plumber looks around him. There’s a Switch Block at the other end of the platform. “Interesting. Let’s try it!”

Without hesitation, Luigi leaps onto the Switch Block, landing right on the capital P. “What *does* that P stand for?” he wonders.

For a moment it seems that nothing has happened. Then Luigi’s stomach jumps into his throat as the platform lurches out of its place and zooms straight for the floor.

Turn to page 22.



Luigi swerves to his right, snatching ten coins out of the air as he passes them, then landing in front of two Koopa Troopas.

Grinning, he flings two fireballs at them. The first Troopa bounces off the ledge into the Firesnake pit. The second, though, ducks its head and keeps on coming.

The Troopa is almost on top of the plumber. He pounces. Poof! The turtle vanishes, leaving only its shell. Luigi picks up the shell and skips it down the ledge. It collides with the remaining four Troopas and sends them flying.

"Anyone for turtle soup?" Luigi laughs. He heads for the door, where a blast of hot air reminds him that he is in the Magma Pits.

*****Luigi collects 10 coins, and he now has firepower.*****

Turn to page 105.



Luigi peers through the keyhole, which is in the shape of Bowser's head.

He can't see much, though. There appears to be a sheer stone wall in front of him, with a platform lift moving down it. Suddenly Luigi glimpses a flash of pink with white polka dots on the lift. Then it's out of sight. "Polka dots! That looked like Wendy O.," he says. "But I can't be sure, and anyway, I'd better move cautiously. Whatever she's doing down here, someone seems to want to keep it secret."

Just then, Luigi hears something moving behind him. He turns to see a Boo Diddly enter through the other door.

"Oh, no! A ghost! What was I saying about this adventure being easy?" he mutters. "I knew I should have kept quiet."

The shimmering ghost hovers about two feet above the floor, flashing its evil red smile and waiting for Luigi to make a move.

“What now?” he thinks. “Do I turn around and run? It’s very risky to turn your back on a Boo Diddly unless you know where you’re going. Maybe I should try to face the spook down right here.” He shivers. “But, boy, is that Boo scary!”

**Solve this puzzle to help Luigi decide
what to do:**

- How scary is the Boo? Hidden in this word search are words that have something to do with ghosts. Look up, down, forwards, and backwards, and circle all the words you find. If there are fifteen or less words hidden, then it’s safe for Luigi to stand his ground. But if you find more than fifteen words, then Luigi had better run!



B	Z	X	U	Q	S	H	O	C	K	T	F	Z	T
P	E	T	R	I	F	Y	D	F	C	N	O	Y	Y
C	X	S	P	E	C	T	E	R	L	V	T	H	V
R	A	P	P	A	R	I	T	I	O	N	D	A	E
E	K	I	H	N	O	I	S	I	V	X	M	U	G
E	L	R	A	T	E	R	R	I	F	Y	A	N	H
R	M	I	N	S	C	A	R	Y	B	O	O	T	O
Y	T	T	T	S	P	O	O	K	Y	E	X	E	U
B	S	L	O	O	H	T	I	R	I	P	S	D	L
V	O	X	M	F	A	N	T	A	S	Y	Q	U	H
T	I	L	L	U	S	I	O	N	A	P	S	Y	I



If you think Luigi should run, turn to page 69.

**If you think Luigi should stand his ground,
turn to page 50.**



Half a dozen Fire Brothers appear at the top of the ramp. “Just what I need,” Luigi complains. “These turtles are hot-tempered, and their breath smells worse than Mario smelled the day he blew up the Limburger cheese factory with his blowtorch.”

The black-and-white checked turtles line up across the top of the ramp, open their mouths, and begin to blow fireballs at Luigi.

The first salvo flies down the incline. The plumber leaps into the air. Ka-boom! Six fireballs explode behind him.

Like all of Koopa’s turtles, the Fire Brothers aren’t very smart. Their firing pattern is easy to avoid simply by jumping in the right rhythm. But it’s very tiring. “This won’t do,” Luigi says. “I need a plan!”

If Luigi has firepower, turn to page 59.

If Luigi doesn’t have firepower, turn to page 68.



Luigi pauses to collect his thoughts. "Things are really heating up," he says. "Which means I must be onto something."

He is interrupted by sounds coming from the path below. "Not again," he thinks as he crouches and looks down the road.

Not far away, the trail comes to a dead end in the side of another lava cliff. On both sides of the trail are pools of boiling water that give off clouds of steam which make it difficult to see clearly.

Someone is standing in front of the wall. The shape, a pudgy turtle body with a spiked shell, is unmistakably Koopa-esque. But it isn't just any Koopa. The orange skin and pink polka dot bow leave no doubt about who it is.

"Wendy O." mutters Luigi. "Bingo!"

Turn to page 87.



The plucky plumber looks left, then right, then left again. "I'm not happy with these choices," he complains. "But, when in doubt, jump!"

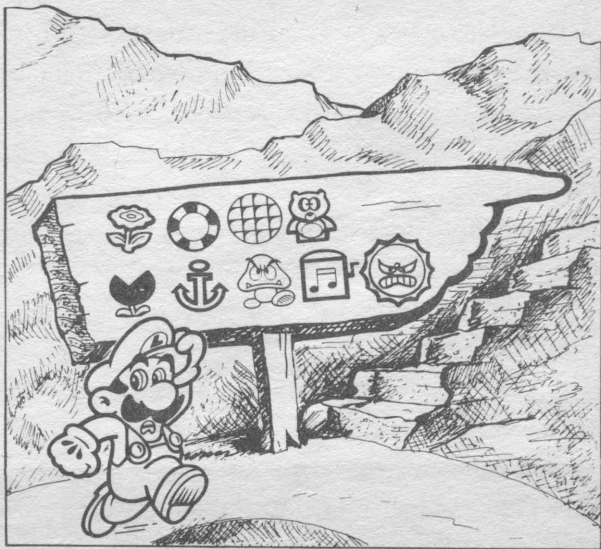
With a mighty leap, Luigi makes it to the ledge by the skin of his toes. "Thank goodness for my Grip-Tite plumber's boots," he says as he scrambles up.

The ledge widens into a path cut out of a sheer cliff of hardened lava. Luigi sets out with the cliff on his left and a sheer drop to a lava river on his right.

After what seems like hours, Luigi comes to a stairway cut into the face of the cliff. The path continues around a bend. Without hesitating, he starts up the stairway. He leaps three stairs at a time and quickly comes to a sign in the shape of an arrow part way up the cliff side. The sign contains a coded message and points up the stairs. Luigi peers closely at the sign.

“More code! I hope I remember enough of my Tub Scout training to read this,” says Luigi.
“Let’s see, is that an F or a Q?”

Decode the sign below and help Luigi decide



**If you think Luigi should climb the stairs,
turn to page 41.**

**If you think Luigi should continue along the
path, turn to page 92.**



Luigi stands his ground, but the ground doesn't cooperate. Either it's an earthquake, or whatever is coming up the trail is awfully big. Luigi is thrown to his knees as the trail shakes violently.

Suddenly the shaking stops, but a shadow has fallen over the kneeling plumber.

Luigi lifts his head and tries to focus through the dust. To his astonishment, he sees two large trees growing out of the trail immediately in front of him.

The dust settles a bit and the trees come into sharper focus. Luigi gulps. They aren't trees at all, but the thick stubby legs of a Grand Goomba!

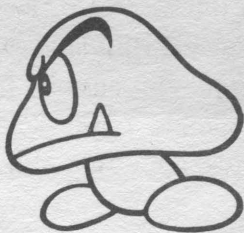
It's no ordinary Grand Goomba, though. The creature is larger than any Luigi has ever seen. "It must be the father of all the Grand Goombas from the Land of the Giants," Luigi whispers. "But what is it doing here?"

The colossal mushroom doesn't even notice Luigi. It is peering down the trail and seems preoccupied. From the sounds it's making, Luigi guesses that the grand fungus is in a worse mood than usual—and these giant mushrooms are normally as mean as they are big and ugly.

The Grand Goomba begins to shift its vast bulk. "I'll be crushed!" Luigi thinks. He sizes up the situation. "There's only one thing to do, under the circumstances."

If you think Luigi should crawl between the Grand Goomba's legs, turn to page 10.

If you think Luigi should get to his feet and jump for the ledge, turn to page 6.





“T^rying to trip a Thwomp Trap requires timing, agility, and a little stupidity,” Luigi declares. He inches forward.

He hears the familiar scraping sound of the Thwomp beginning its descent. Luigi sticks his foot under the monster, then quickly yanks it away.

Thwomp! The large blue stone crashes to the floor, a startled expression on its ugly face. Luigi waits a few inches away.

As soon as the Thwomp begins to rise back into its den, Luigi makes his move. In a flash of green overalls, he grabs the crumpled paper and dashes past the trap.

He stops for a minute, still under the hanging blocks. “Let’s see if this was worth it,” he says, uncrumpling the paper.

Out fall several golden coins. Luigi picks them up and pockets them. “So far, so good,” he cries happily.

He turns his attention back to the piece of paper. It's a poem! Luigi begins to read.

"Recipe for S—" he says. The rest of the title is smudged, so Luigi can't read it. Shrugging, he goes on.

"Mix one large cup of eye of Thwomp,
With two teaspoons of tail of Chomp.
Add six hairs from Grand Goomba legs,
Season with Ptooeey and Spiny Eggs.
Sprinkle with powdered Dry Bones toes,
Add Firesnake scales until it glows.
Simmer in a pool of red hot rocks,
Add just one of Boom-Boom's socks.
Too many socks and turtles will doze,
Until the fragrance leaves their nose.
Add seven wands and you are done.
Now the seven will act as one."

Luigi shudders. "What in Sam's Pizza Parlor is this? I hope it's not a recipe for supper." He stuffs the paper into his pocket. "On with the hunt!"

*****Luigi collects 11 coins, and he now has
the recipe.*****

Turn to page 28.



Luigi checks his figures on his fingers one last time. Then he fires. The flaming globe sails across the room at an angle and hits the right-hand wall.

"Missed me! Missed me!" the turtle jeers as he darts back and forth against the far wall. Luigi grins in silent anticipation.

The ball of flame careens across the room at a sharp angle and smacks against the left wall, only a few feet from the turtle. Then it bounces one last time, straight into the Koopa creature's shell. Poof! In a flash, both the turtle and the fireball are gone. The room is empty, except for one exhausted plumber.

Luigi trudges across the room and ducks through the small door on the opposite wall. "These Koopas sure are shrimps," he thinks.

The door opens onto a long hall, lit by torches set in wall sconces. A stairway at the other end leads up to a large metal door with a win-

dow in its upper half. A strange, orange-green light shimmers through the window. Beside the stairway lies an open trap door.

“Well, I guess I’ll go up.” Luigi takes a deep breath and starts down the hall.

To his surprise, nothing bad happens as he nears the stairs. No monsters come out of the trap door, nor does the floor vanish from under his feet.

Not taking any chances, the cautious plumber hops the last few feet to the steps. Two quick jumps later he’s standing at the window, looking into the room beyond.

Luigi’s eyes grow wide with surprise, then narrow as he takes in the improbable scene in the strangely glowing room.

After a moment, he pushes the door open and slips in.

Turn to page 18.





“I hope I got this right,” Luigi says. He grabs the purple knob and gives it a turn. The door opens. “So far so good.”

He steps into a large kitchen. Steam and smoke pour from a huge black pot. Standing over it is Wendy O. Koopa, peeling something that looks like a cross between a giant onion and a ball of grease. The stench from the boiling pot is overwhelming.

Wendy O. spots Luigi and screeches, “You idiot! I’m making a surprise birthday cake for my dad, and no one is supposed to know. Your goose is cooked, plumber!”

She sweeps her wand. A cloud of deadly candy rings envelops Luigi. “At least I don’t have to taste the cake,” he sighs.

Game Over!



The Koopa Troopas split up. Four come directly toward Luigi on the ledge, while the other two circle around the other side.

Luigi leaps onto the platform in the center of the room and hits the question block suspended above it. Tinkle-link! A Fire Flower emerges from the block.

“Yippee!” Luigi grabs the flower and feels the familiar tingling inside. Now he has the power to fling fireballs until he’s hit by one of his enemies.

“I always wanted to be a fireman,” says Luigi. He bounces toward the ledge.

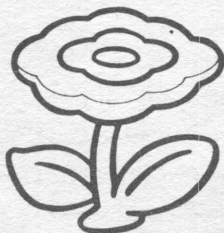
The Troopas plod forward on the catwalk. But Troopas are dumb. The turtles miscalculate, and the leaders of the two lines collide! They bounce off each other, reverse direction, and ram into their troops. They continue this crazy motion, ramming into each other, changing direction, and running into their comrades,

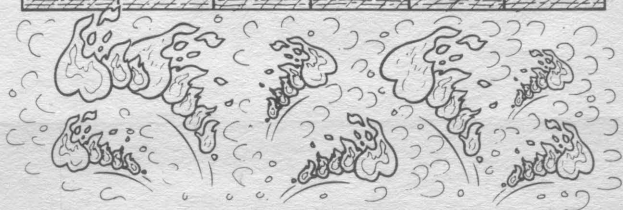
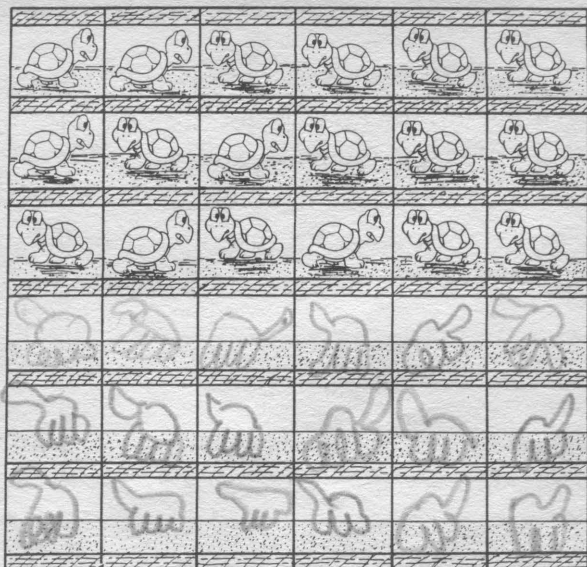
until they're all marching in two lines going in opposite directions.

As the collisions begin, Luigi is in mid-jump. "It's too late to stop without falling into the Firesnake pit," he thinks. So, using the strange laws of Mushroom Kingdom gravity, he swerves to land on the side that will contain only two Koopas.

Solve this puzzle to figure out which way Luigi should swerve:

- The picture on the opposite page shows the first three Koopa collisions. Fill in the remaining rows to see how the Koopa Troopas will be grouped when Luigi lands.





**If you think Luigi should swerve right,
turn to page 100.**

**If you think Luigi should swerve left,
turn to page 57.**



Luigi does a quick calculation. “If there are twelve Koopa Troopas in every section, and there are at least a thousand—Hey! Help!”

Unfortunately, Luigi hasn’t calculated that he must keep track of his back side while calculating. Two Sledge Brothers have snuck up behind him and grabbed him.

They haul the struggling plumber through the plain and into the encampment. Thousands of eyes stare at him as he is dragged along. Finally, he is thrown to the ground in front of a large military tent with banners flying and a familiar ring pattern emblazoned on its fabric.

When Luigi looks up, he’s staring into the face of Wendy O. Koopa.

“Welcome to my revolution!” she crows.

Turn to page 13.



“I knew there was a reason I was carrying this around,” crows Luigi. He pulls the Koopa-head key from his overalls pocket.

“I’ll get a kick out of giving this head a twist,” Luigi laughs, inserting the key. The lock clanks and the door opens. Luigi steps through it into a large chamber carved from the lava cliff.

A ramp made of red stone spans the chamber. Pools of lava line both sides of the ramp, filling the room with an eerie orange light.

“No guards. Strange,” says Luigi. The room is silent except for the sound of lava bubbling in the pools. It’s hot, too—about six hundred degrees Fungusheit.

Luigi notes a strange odor coming from one of the lava pools. He walks over and takes a deep sniff.

The smell almost knocks him over. It’s like a mixture of dead fish and rotten eggs, with

burning tires thrown in for spice.

When his eyes stop streaming, Luigi sees a pile of green cloth beside the pool. The smell is coming from there. "Just as I thought," he says. "A pair of sweat socks!"

He nudges the socks with the toe of his boot. The monogram reads, BOOM-BOOM.

"Boom-Boom is the Koopa flunky who controls the Fortress. Hmm. Why would he change his socks here?" Luigi asks himself.

Then he shakes his head and faces the inevitable. "I'd better take these stinkers with me. I might need them later."

Luckily, Luigi always carries a plastic bag with him. "When you work in the sewer, a baggie often comes in handy," he reminds himself.

He shoves the carefully wrapped socks into his pocket, picking up a few coins that he finds underneath. Suddenly there's a noise at the top of the ramp. A hot wind sweeps down, blowing the door shut with a clunk.

"Uh-oh," Luigi says nervously.

*****Luigi collects 3 coins, and he now has the sweat socks.*****

Turn to page 104.

Drip by Drip Scorecard

Circle each object as you collect it.

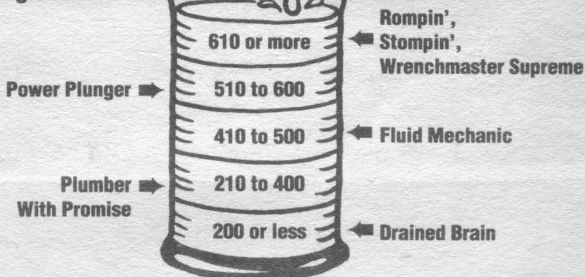


Keep track of your coins here:

10 19 27

Now, use this chart to find out your H.P.I. (Heroic Plumber Index) for this adventure. For every gold coin that Luigi collected during his adventure, score 10 points. Then check your rating on the chart.

Did Luigi: Enter the cave of the Firesnakes? Battle the Grand Goom-ba? Get burned by the Hot Feet? Discover the key? Find the recipe? Visit Wendy O.'s camp? Pick the Fire Flower? Smell the stinking sock?



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